

WHAT IS CLAIMED IS:

- 1                   1.       A system for mapping captured multimedia information onto  
2 emoticons for insertion into a communication using an Instant Messaging (IM) application,  
3 wherein the insertion is based on multimedia information, the system comprising:  
4                    an information capture module for capturing the multimedia information in the  
5 vicinity of a machine on which the user is using the IM application;  
6                    an information extraction and interpretation module communicatively coupled  
7 with the information capture module, for extracting relevant information from the captured  
8 multimedia information and interpreting it; and  
9                    a mapping module communicatively coupled with the information extraction  
10 and interpretation module, for mapping the interpreted information onto an emoticon.
- 1                   2.       The system of claim 1, wherein the multimedia information comprises  
2 at least one of audio information, still image information, and video information.
- 1                   3.       The system of claim 1, further comprising:  
2                    an Application Program Interface module for the IM application,  
3 communicatively coupled to the mapping module, for inserting the emoticon into the  
4 communication using the IM application.
- 1                   4.       The system of claim 1, wherein the emoticon is predefined by the IM  
2 application.
- 1                   5.       The system of claim 1, wherein the emoticon is predefined by a third-  
2 party application.
- 1                   6.       The system of claim 1, wherein the emoticon is created by the user.
- 1                   7.       The system of claim 6, wherein the emoticon is created by the user by  
2 processing captured multimedia information.
- 1                   8.       A method for mapping captured multimedia information onto  
2 emoticons for insertion into a communication using an Instant Messaging (IM) application,  
3 wherein the insertion is based on multimedia information, the method comprising:  
4                    receiving the captured multimedia information;  
5                    interpreting the captured multimedia information; and

6 mapping the interpreted information onto an emoticon.

1 9. The method of claim 8, wherein the multimedia information comprises  
2 at least one of audio information, still image information, and video information.

1 10. The method of claim 8, further comprising:  
2 inserting the emoticon into the communication using the IM application.

1 11. The method of claim 8, wherein the step of mapping the interpreted  
2 information onto an emoticon comprises:  
3 selecting one emoticon out of a plurality of emoticons predefined in the IM  
4 application.

1 12. The method of claim 8, wherein the step of mapping the interpreted  
2 information onto an emoticon comprises:  
3 selecting one emoticon out of a plurality of emoticons predefined in a third-  
4 party application.

1 13. The method of claim 8, wherein the step of mapping the interpreted  
2 information onto an emoticon comprises:  
3 selecting one emoticon out of a plurality of customized emoticons created by  
4 the user.

1 14. The method of claim 8, further comprising:  
2 determining whether a trigger has been received;  
3 responsive to the trigger being received, capturing the multimedia information.

1 15. A method for creating an emoticon for a communication using an IM  
2 application, based on captured multimedia information, the method comprising:  
3 receiving the captured multimedia information; and  
4 processing the received captured multimedia information to create an  
5 emoticon.

1 16. The method of claim 15, further comprising:  
2 inserting the emoticon into the communication using the IM application.

1                   17.     The method of claim 15, further comprising:  
2                   storing the emoticon for use in a later IM communication using the  
3                   application.

1                   18.     The method of claim 15, wherein the step of processing the received  
2                   captured multimedia information to create an emoticon comprises:  
3                   reducing the size of the captured multimedia information.

1                   19.     The method of claim 15, wherein the step of processing the received  
2                   captured multimedia information to create an emoticon comprises:  
3                   reducing the resolution of the captured multimedia information.

1                   20.     The method of claim 15, wherein the step of processing the received  
2                   captured multimedia information to create an emoticon comprises:  
3                   selecting a frame from a plurality of frames of the captured multimedia  
4                   information.

1                   21.     A system for mapping captured multimedia information onto  
2                   emoticons for insertion into an electronic medium, wherein the insertion is based on  
3                   multimedia information, the system comprising:  
4                   an information capture module for capturing the multimedia information in the  
5                   vicinity of a machine in communication with the electronic medium;  
6                   an information extraction and interpretation module communicatively coupled  
7                   with the information capture module, for extracting relevant information from the captured  
8                   multimedia information and interpreting it; and  
9                   a mapping module communicatively coupled with the information extraction  
10                  and interpretation module, for mapping the interpreted information onto an emoticon.

1                   22.     The system of claim 21, wherein the multimedia information  
2                   comprises at least one of audio information, still image information, and video information.

1                   23.     The system of claim 21, further comprising:  
2                   an Application Program Interface module, communicatively coupled to the  
3                   mapping module, for inserting the emoticon into the electronic medium.

1                   24.     A method for mapping captured multimedia information onto  
2 emoticons for insertion into an electronic medium, wherein the insertion is based on  
3 multimedia information, the method comprising:

4                   receiving the captured multimedia information;  
5                   interpreting the captured multimedia information; and  
6                   mapping the interpreted information onto an emoticon.

1                   25.     The method of claim 24, wherein the multimedia information  
2 comprises at least one of audio information, still image information, and video information.

1                   26.     The method of claim 24, further comprising:  
2                   inserting the emoticon into the electronic medium.

1                   27.     A system for mapping captured multimedia information onto  
2 emoticons for insertion into an electronic communication, wherein the insertion is based on  
3 multimedia information, the system comprising:

4                   an information capture module for capturing the multimedia information in the  
5 vicinity of a machine the user is using for the electronic communication;

6                   an information extraction and interpretation module communicatively coupled  
7 with the information capture module, for extracting relevant information from the captured  
8 multimedia information and interpreting it; and

9                   a mapping module communicatively coupled with the information extraction  
10 and interpretation module, for mapping the interpreted information onto an emoticon.

1                   28.     The system of claim 27, wherein the multimedia information  
2 comprises at least one of audio information, still image information, and video information.

1                   29.     The system of claim 27, further comprising:

2                   an Application Program Interface module, communicatively coupled to the  
3 mapping module, for inserting the emoticon into the electronic communication.